

HUGO VALOT JUNIOR GAME PROGRAMMER



At the core of my work lies a strong emphasis on communication and collaboration. I enjoy optimizing processes, including developing tools geared towards enhancing efficiency.

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Lyon, France 📍

WORK EXPERIENCE

DOWN THE TOWER - 2025

System & physics programmer

Adventure game

- Developed a complex character controller using rope physics

BOSQUET - 2024

Intern tool & system programmer at Bellecour

Narrative serious game

- Made tools for dialogue and assets creation and integration
- Implemented interatible map, event-based dialogue and web saving system

CHUCK A CHICK - 2024

Intern UI & system programmer at TinyToad

Action-management mobile game

- In-app achievement system synchronized with Google Play Games Services
- Integrated Google Authentication, Achievements and Leaderboard
- Implemented IAP & Unity Ads

DEVKIT - 2024

Gameplay & system programmer

Retro FPS devkit

- Maintained and updated a live version of a devkit for two months with patch updates and documentation

CAT AS TROPHIES - 2023

UI, system & tool programmer

Mobile turn-based strategy game

- Made tools for assets creation and integration
- Realized gameplay and game UI

DEVELOPMENT SKILLS

Development softwares

Unity, Godot, Unreal engine

Technologies

Git, DirectX12, UWP, Qt, Unity
Google Play, Unity Mirror, Unity
DOTween

Languages

C#, C++, C, Python, HTML5, CSS,
PHP, MySQL

Documentation

Notion, Office, Miro, Confluence

LANGUAGES

- English - Professional
- French - Native

INTERESTS

- Understanding and optimizing technology through computer sciences
- Learning about math and physics